



SHOW:	WPHC PAINTBRUSH CLASSIC
CLASS:	#101 - CoWN OPLS - Open Pleasure
DATE:	7/10/2022

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
--	--

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker																
Maneuver Description		W	LPe	Extc	Trot	St&R	Trot	Lope	ExLpe	ExW	Stob					
1	470	PENALTY														
		CONTENT	0	0	0	0	+1/2	0	0	+1/2	+1/2	0				71 1/2
2	473	PENALTY														
		CONTENT	-1/2	0	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	0			3	63
3	481	PENALTY														
		CONTENT	0	+1/2	+1	+1/2	0	0	0	+1	+1	0				74
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Mark Kuhlwein

JUDGE'S SIGNATURE:



SHOW: WPHC PAINTBRUSH CLASSIC

CLASS:#102 - CoWN OTRL - Open Trail

DATE: 7/10/2022

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on mount/dismount or ground tie

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctiv

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker															
		Obstacle Description	L, Lop, opls, c M, ot	trn	rt to log, sp, Lt, d, RL, lope, swo, brg, pls, brg	xtrt, opls	drag fg 8	gate RH									
1	470	PENALTY															
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	+1	-1/2					4	63	
2	481	PENALTY	1														
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2					1	72	
3	473	PENALTY															
		CONTENT	-1/2	-1/2	-1/2	-1	-1	0	0	0					1	65 1/2	
4	383	PENALTY															
		CONTENT	0	+1/2	0	0	0	0	0	+1/2						71	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Mark Kuhlwein

JUDGE'S SIGNATURE: *Mark Kuhlwein*



SHOW: WPHC PAINTBRUSH CLASSIC

CLASS: #103-CoWNORNN-OpenReining

DATE: 7/9/2022

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RunStop	31/2L	runstop	31/2R	past ctr stop	St&B	1/4L,RL,ss,LF	ss,Lf,Ch,RL	Stop	ht,				
1	383	PENALTY											0	65	
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1	-1/2	-1/2	-1/2				
2	470	PENALTY				0							0	63 1/2	0
		CONTENT	-1 1/2	-1	-1		-1	-1/2	-1/2	0	-1				
3	473	PENALTY		0		0.5			2				0	50	0 1/2
		CONTENT	-1		-1/2		-1	-1/2	-1	-1	-1				
4	481	PENALTY					1/2		1				1 1/2	64 1/2	
		CONTENT	-1	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2				
5	391	PENALTY		0		0							0	65 1/4	0 2
		CONTENT	-1/2		-1/2		-1	-1/2	-1	-1/2	-1/2				
6	397	PENALTY	1/2	2		2	0		0 1/2	0			0	58	0 1/2
		CONTENT	-1	-1/2	-1	-1/2	-1	-1/2	-1/2						
7	490	PENALTY					1/2		1/2				1	67	
		CONTENT	-1	0	0	+1/2	-1/2	0	-1/2	0	-1/2				
8	384	PENALTY	1			2.2	2		2		2.0		0	50	0
		CONTENT	-1 1/2	-1	-1	-1 1/2	-1	-1	-1 1/2	-1 1/2					

Rein only

Rein only

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE:



SHOW: WPHC PAINTBRUSH CLASSIC

CLASS: #104-CoWNOwCH-OpenWorking
Cow

DATE: 7/9/2022

VERSATILITY RANCH HORSE - RANCH COW WORK

<p>1 Point Penalties: A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridled (per maneuver) W - Out of frame (per maneuver)</p> <p>2 Point Penalties: A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes</p>	<p>3 Point Penalties: E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes</p> <p>5 Point Penalties: A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise R - Failure to catch when roping in open/cowboy classes</p> <p>10 point Penalty: U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between romal reins</p> <p>Disqualification (DQ): A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider N - Improper western attire H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head</p>
--	---	--

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		Tie-Breaker																	
1	397	PENALTY	A	OP	OP	OP	OP										1	58 1/2	4
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-		-1	-1	-1						
2	481	PENALTY											A		A		7	57	
		CONTENT	-1/2	-1	-1/2		-1/2	-1/2			-1	-1	-1						
3	473	PENALTY	1-A	1-A													2	61	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		-1	-1	-1						
4	470	PENALTY															0	62 1/2	
		CONTENT	-1/2	-1	-1	-1	-1	0			-1	-1	-1						
5	490	PENALTY	A														1	71 1/2	
		CONTENT	0	+1/2	+1/2	0	0	+1/2			0	+1/2	+1/2						
6	391	PENALTY		AA	A												3	60 1/2	
		CONTENT	0	-1		-1	-1	-1			-1	-1/2	-1						
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE: